



Cleric 1	CLASS & LEVEL
Mountain Dwarf	RACE/ANCESTRY/HERITAGE
STR +2 15	+2 PROFICIENCY BONUS
DEX -1 8	SAVING THROWS
	+2 Strength Saves -1 Dexterity Saves +2 Constitution Saves +0 Intelligence Saves +4 Wisdom Saves * +3 Charisma Saves *
	* Prof. bonus added
CON +2 15	
INT +0 10	HIT POINTS 10
WIS +2 15	HIT DICE 1d8
CHA +1 12	WEAPON & UNARMED ATTACKS
	Basic Attack. One target per Attack action.
	Warhammer. <i>Melee Weapon Attack:</i> +4 to hit, reach 5 ft. <i>Hit:</i> 1d8+2 bludgeoning damage. (If used two-handed in melee, does 1d10+2 damage.)
	Light Crossbow. <i>Ranged Weapon Attack:</i> +1 to hit. <i>Hit:</i> 1d8-1 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)
	MAGIC, FEATS & SPECIAL ATTACKS
	No special notes.

Soldier
BACKGROUND

SPEED

ARMOR CLASS (AC) 15 **INITIATIVE** -1 **25 ft.**

Armor Worn: scale mail, shield

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Unflinching in face of an enemy. Repugnant habits.
- **Ideal:** Duty to liege and subjects.
- **Bond:** Serves with childhood rival.
- **Flaw:** Lax on most unit duties.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons, battleaxe, handaxe, throwing hammer, warhammer

Tools: gaming set (dice set), smith's tools, vehicles (land craft)

Saving Throws: Wisdom, Charisma

Skills: Athletics, Intimidation, Medicine, Religion

Languages: Common, Dwarvish

RACE

Mountain Dwarf Traits [PHB p. 20]

- Creature Type: Humanoid
- Age: 115 years old
- Medium Size (4' 3", 148 lbs.)
- Speed not reduced by heavy armor
- Darkvision (60 feet)
- Dwarven Resilience (versus poison)
- Dwarven Armor Training (light, med.)
- Dwarven Combat Training (var. weapons)
- Tool Proficiency (smith's tools)
- Stonecunning (stonework lore)

CLASS

Cleric Class Features [PHB p. 57]

- Ritual Casting
- War Priest (if attack action, add attack as bonus action, up to uses per day)

SPELLS

Spellcasting [PHB p. 201]

Spell Attack Modifier +4
Spell Save DC 12

Cantrips Known: *Guidance, Spare the Dying, Thaumaturgy*

Prepared Spells

1st Level (2 slots): *Divine Favor**, *Shield Of Faith**, *Cure Wounds*, *Command*, *Bless*

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: scale mail (AC 14), shield (AC +2), warhammer, mace, gaming set (dice set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 111 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 14 gold pieces (gp); 58 silver pieces (sp); 4 copper pieces (cp); 3 gems (worth 10 gp each)